Character Name	Player Name	Campaign
Patrick Thaddeus	Steve	Gen Con

Race	Origin	Class	Rank	HD
Tok'Ra	Earth	Engineer	1	Dd8

STR	12	+1
DEX	12	+1
CON	10	+0
INT	17	+3
WIS	14	+2
CHA	10	+0

Skills

☐	+1	Acrobatics (Dex)
☐	+2	Animal Handling (Wis)
☐	+1	Athletics (Str)
☐	+2	Culture (Wis)
☐	+0	Deception (Cha)
☑	+5	Engineering (Int)
☐	+2	Insight (Wis)
☐	+0	Intimidation (Cha)
☑	+5	Investigation (Int)
☐	+2	Medicine (Wis)
☐	+3	Nature (Int)
☑	+4	Perception (Wis)
☑	+2	Performance (Cha)
☐	+0	Persuasion (Cha)
☑	+3	Pilot (Dex)
☑	+5	Science (Int)
☐	+1	Sleight of Hand (Dex)
☐	+1	Stealth (Dex)
☐	+2	Survival (Wis)

Hit Points	Determination
36	2

Prof Bonus	Initiative	Moxie
+2	+2	+3

Armor Class	Speed
10	6m

Death Saves

Successes ○=○=○

Failures ○=○=○

Saves

☐	+1	Strength
☑	+3	Dexterity
☐	+0	Constitution
☑	+5	Intelligence
☐	+2	Wisdom
☑	+2	Charisma

Condition

- ◉ Normal
- ○ Disadvantage on Ability Checks
- ○ Speed Halved
- ○ Disadvantage on Attack Rolls and Saving Throws
- ○ Hit Points Maximum Halved
- ○ Speed Reduced to 0
- ○ Death

Ammo Weapon 1	Ammo Weapon 2
0	0

Ammo Weapon 3	Ammo Weapon 4
0	0

Attack Name	To Hit	Damage	Range	Reload	Special
Sidearm (Beretta M9)	+3	1d8	50-100	15	Piercing
Longarm (MP7A1 SubMG with Tranquili	+3	2d6	200-180	30	Piercing
Lucky (Greathammer)	+3	1d6+1			Knockdown (63)

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Racial Abilities

Feats

MONTAGE
MP Cost: 5
Requirement: Jury Rig ability
During an episode R&D encounter, reduce the number of successes required by half your Proficiency bonus, to a minimum of 1.

Class Abilities

You are an expert at field repairs, even when you have to get creative. When you use an engineering kit to repair a machine you heal 2d8 points of damage instead of 2d6. In addition, you may repair an adjacent machine as an action rather than only during a short rest.

Equipment

Engineering Kit,This small hardened case contains a series of repair and maintenance tools carefully stored for ease of access. It contains a long list of tools and parts, including (but not limited to); an electric drill/ driver with dozens of attachments and screws, portable welding torch, steel sheets, and powerful adhesives. A character can use this kit to repair 1d6 damage to a mechanical device (such as a drone). A proficient character repairs 2d6 damage

Explosives,
Fabrication Kit

Tranquilizer:longarm has been modified tono longer deals HP damage. Instead, the target must succeed at a constitution save (DC 10 + Weapon tech level) or suffer 1d3 levels of exhaustion. A character who suffers exhaustion from this ailment is not dead when they reach 6 exhaustion, but instead unconscious Exhaustion from this effect heals at a rate of 1 level per hour.

Tactical Vest 2 Light 16+Dex — — 8+Str Kevlar
Tactical Helmet

Proficiencies

Orgins
SCHOLAR - Science
TOK'RA SPY - Passing: You gain advantage on any Deception Checks to trick targets into believing you are a Human, Goa'uld, or Jaffa.

Notes

Weapons: Common weapons, Sidearms, Longarms